Cinematic Tension FX 2

User Manual

Bass Clarinets

Cinematic Tension FX 2: Bass Clarinets is our second offering of a unique new woodwind library that offers original composed and orchestrated runs up, spills down, crescendo pushes, hits, textures and ambiences, phrase gestures and ostinatos of 8 bass clarinets. In the future we are planning on offering more of these in the same layout with woodwinds such as the piccolo, flute, contrabass flute, clarinet, contrabass clarinet, alto and tenor saxophones, bari and bass saxophones, ethnic winds and more. Included with the library is a pdf score of all the composed samples in case you would like to augment these sounds with a live woodwind section.

Notes from Frank Macchia:

One of the main things I wanted to accomplish with CTFX2 was the ability to tempo sync the various phrases and textures to the DAW's tempos, and we have accomplished that with this volume. This means that when you trigger a sample phrase that will do a one bar effect, whether the tempo is mm= 76, mm= 123 or mm= 276 the phrase will play at that tempo for one bar. I feel this is a big deal for composers who want a flurry upward, a crescendo push or a spill downward to not have to spend time trying to "fly in" one of those effects and randomly have to keep adjusting it until it fits correctly. Now you can just start your sequence one bar before the hit point and perfectly play in your phrase.

I have also included reverse samples of the sounds which get triggered by using the mod wheel, to give even more sound possibilities with this library. Another nice thing with this collection is that in one Kontakt nki bank you will have 7 different versions of the effect title, so that in Bass Clarinets Runs Up, on each octave starting with C0 you will have an entire chromatic octave range of the effect. For example C0 is a 1 bar chromatic voiced run up of 8 bass clarinets, C#0 is the same run up but up a half step in C#, etc. On C1 a new bass clarinets runs up starts and goes through B1 (in this case it is a 2 beat chromatic voiced run up of 8 bass clarinets). So each octave gives the user a whole set of runs up, all within one Kontakt nki bank. One very cool aspect of this approach is that if you hold down 3 notes you'll get a 24 note voiced run up, so the possibilities for unique combinations of sound and performance are limitless! You can also combine a Runs Up with a Swirls Up and/or Spills Down and Pushes for even more fantastic sound design, and all keeping a natural organic orchestral approach to your compositions. If you desire a more wild non-acoustic approach, just add the flanger, chorus or delay to make it even richer, or double with the reverse samples using the mod wheel for tremendous new sound creation.

I also composed a set of textures, gestures and ostinatos which I think will provide lots of material to give your musical creations that extra "something special" using 8 bass clarinets as a springboard for audio candy delight! As a composer, orchestrator and woodwind player I feel I have a unique understanding of how to get the most from these instruments and in subsequent volumes my goal is to continue to provide useful and unique sounds that will also work together with each of the other volumes for a massive collection of woodwind effects.

Please use the accompanying pdf score file to see what these samples are actually doing notationally. We also provided the notation within the Kontakt interface window so when you play a note you will see what the notated effect will look like.

Notes on the concept and how to use this library:

There are 8 Kontakt patches in this (and in subsequent) volumes and within each patch are 7 fully chromatic samples per octave from C0-C7. The idea is to give the composer a quick bunch of unique runs, falls, crescendo pushes, phrase gestures, hits, ostinatos and ambiences or textures that can quickly add to a scene where an eerie or urgent musical effect is needed. There are plenty of synthesizer oriented whooshes and effects libraries out there already (and even a few good orchestral effects libraries) but I believe this is the first library to take a large section of one instrument (in this case the resonant bass clarinet) and record an ensembles worth of these effects to give your recordings a natural acoustic set of creepy and wild sounds! These can also be customized based on using the on board effects (delay, reverb, flanger, chorus, rotary spacial, EQ and ADSR) and the mod wheel which brings in a reverse set of the samples, as well as how much polyphony you use and the duration of the sample effect chosen. Some details on the 8 patches:

1- Bass Clarinets Gestures: These are 7 different phrases, mostly eerie and dream-like in nature, to be added over a sustained pad or ostinato. Think of these as short phrases to add to a scene or to help fill out a musical thought.

2- Bass Clarinets Hits: These are 7 different hits, from the lowest C on the bass clarinet to the highest C, played with a hard attack and force, which are great for rhythmic pulses and big powerful voicings. Also included are fully voiced hits, hits with grace notes and rhythmic phrases.

3- Bass Clarinets Ostinatos: These are 7 one bar chorded ostinato phrases with different chordal varieties, like minor, whole tone, harmonic minor, and which use different rhythmic characteristics, like triplet or 16th note rhythms. A few use both triplet and 16th rhythms together ala a Phillip Glass minimalist feel.

4- Bass Clarinets Pushes: These are 7 crescendo voiced pushes, excellent for transitions from one scene to another and have a quality of fear and intensity. They have different lengths and performance qualities, as the use of trills, flutter tongue, overblown harmonics and tremolos are engaged.

5- Bass Clarinets Runs Up: These are 7 different voiced runs up to be used for transition scenes where you need a thrilling burst of sound to get from one scene to the next. Different durations and chordal qualities are employed in this patch.

6- Bass Clarinets Spills Down: These are 7 falls or spills from a high pitch descending downward for more transitional scenes. Sometimes you need to go up (like Runs Up or Swirls Up) but sometimes you need to go down, hence this group. Again different lengths are used as well as different performance and chordal qualities. These are fun to mix within the group- try using different samples in various octaves to get more unusual sounds.

7- Bass Clarinets Swirls Up: These are 7 different runs and swirls up, but the difference with this set and the Runs Up patch is these all end on a unison note whereas the Runs Up end in a chord or random voicing, so if you're going to a specific key these may work better for you. Remember the Reverse samples on the mod wheel for these and Runs Up as they will give you many more falls down. The same holds true for the Spills Down, which will give you added runs upward.

8- Bass Clarinets Textures Synced: This is the largest patch as it has 15 different texture phrases divided equally between C-F and F#-B throughout the keyboard range of C0-F7. These are also looped so if you want these eerie and weirdly wonderful textures to continue on for a minute or so they will loop indefinitely. The reverse samples of this patch are also quite lovely and bizarre! We have also included an extra Textures patch that is non-synced so it will only play these textures at their original recoded tempos, as sometimes you just want to hear a texture out of time against the rest of the musical soundtrack.

The Gear

Equipment used for CTFX Vol 2 - Bass Clarinets:

- Yamaha Bass Clarinet
- A Designs Pacifica Pre-Amp
- Lawson L47MP MKII Microphone
- Lynx Aurora Digital Convertors

System Requirements

- Full version of Kontakt 4.2.3 or above (including Kontakt 5)
- 2.2GB Free Disc Space

Contents

- 8 patches with 7 sample performances (15 for Textures) for a total of 64 discrete sample performances multisampled throughout the range of the keyboard from C0-C7 in both Kontakt 4 and Kontakt 5 format
- Please use the Kontakt 5 versions if possible as the tempo-syncing feature in Kontakt 5 gives better results.
- 1380 24 Bit Wav Files

Keymapping and Descriptions

Runs Up Voiced: (Tempo Synced)
1- Chromatic 8 half steps voiced - 1 bar
2- Chromatic 8 half steps voiced - 1/2 bar (2 beats)
3- Chromatic 8 half steps voiced - swirl up & down & up - 2 bars (alternate up/down 2 beats each)
4- Whole tone 8 whole steps voiced - 1 bar
5- Random scale up- some 1/2 step, some whole step, some alternate - 1 bar
6- Chromatic 8 voiced in parallel, 1/2 step, minor 3rd, etc up - 1 bar
7- Chromatic 8 half steps voiced - 1 bar

Swirls Up to Unison: (Tempo Synced)
1- Chromatic – 1 bar
2- Chromatic - 3 beats
3- Chromatic - 2 beats
4- Chromatic - 2 bars
5- Gliss Random – 1 bar
6- Chromatic with Sustain last note – 1 bar
7- Chromatic with Sustain last note – 2 beats

Spills Down: (Tempo Synced)
1- Chromatic 8 half steps voiced - 1 bar
2- Chromatic 8 half steps voiced - 1/2 bar (2 beats)
3- Chromatic 8 half steps voiced - swirl down & up & down to unison – 1 bar (down/up/down)
4- Random spill down to chord- 1 bar – no loop
5- Random spill down to unison - 1 bar – sustain
6- Chromatic 8 voiced in parallel - 1 bar – to octave unison sustain
7- Random spill down to unison - 1 beat – sustain

Pushes: (Tempo Synced)
1- Voiced 8 half steps sfzp-ff - 1 bar
2- Voiced 8 half steps pp-ff - 2 bars
3- Voiced 8 half steps sfzp-ff - 2 beats
4- Voiced 8 half steps sfzp-ff - 1 bar flutter
5- Voiced 8 half steps p-ff - 1 bar trill 1/2 steps
6- Voiced 8 half steps pp-ff - 1 bar tremolo tritones
7- Voiced 8 half steps pp-ff - 1 bar trill 1/2 steps & flutter

Hits: (only #5-7 are Tempo Synced)
1- Unison 8 half steps - lowest 8ve
2- Unison 8 half steps - mid 8ve
3- Unison 8 half steps - highest 8ve
4- Voiced 8 half steps
5- Voiced 8 half steps - w/ 2 grace notes slurred - TEMPO SYNC
6- Voiced 8 half steps - w/ 2 attack notes (same pitch) - TEMPO SYNC
7- Voiced 8 half steps - Four 16th notes to hit (taka-taka-ta) - TEMPO SYNC

Ambiences/Textures: (Looped) (1 version of this tempo-synced and one NOT)
1- Low eerie murmur 1 unison trems low to mid- then mid to low - 4 bars
2- Low eerie murmur 2 voiced trems low to mid- then mid to low - 4 bars
3- Slow roll up & down triplets against 16th - 4 bars
4- Fluttering low dissonance - staggered entrances - 4 bars
5- slow trills in min 2nds, gurgles - 4 bars
6- Random eerie chromatic runs up & down, soft - 4 bars
7- Mid/Upper register tremolos, voiced - 4 bars
8- Upper Register "Cries"- random wails ala E Dolphy - 4 bars
9- Hi eerie voicing rolls down to mid register trilled voicing LOOP voicing at end - 4 bars
10- Short rapid low register random attacks - 4 bars
11- Random Crazies 1- 8 disjointed lines- frenetic low register - 4 bars
12- Random Crazies 2- 8 disjointed lines- frenetic mid/high register - 4 bars
13- Fast low chromatic runs up/down against each other - 4 bars
14- Combined low flutters, trills bent notes eerie - 4 bars
15 (Bonus) Fast short random phrases - 4 bars

Gestures: (Tempo Synced)
1- Eerie roll up & down 1 bar
2- Eerie roll down & up 1 bar
3- Flutter with triplets 1 bar
4- Pyramid Up 1 1 bar
5- Pyramid Up 2 1 bar
6- Pyramid Down 1 1 bar
7- Pyramid Down 2 1 bar

Ostinatos: (Tempo Synced)
1- 8th note triplets Whole tone arp (augmented triads) 1 bar
2- 8th note triplets Minor-Maj7 1 bar
3- 8th notes triplets Chromatic Voiced Minor chords 1 bar
4- 16th notes Minor chord murmur up in 3rds 1 bar
5- 16th notes Minor chord murmur down in 3rds 1 bar
6- 8th note Triplet + 16 notes against each other Minor chord up in 3rds 1-2 bars
7- 8th note Triplet + 16 notes against each other Minor chord down in 3rds 1-2 bars

Installation

The library is supplied as a single Zip file. This is a compressed folder that you can open using the built in tools on your computer. Open the file by double clicking and it will decompress the contents.
Once decompression is complete you will have a single folder, this contains all the files needed to use the sample library. Simply copy this folder to the drive where you store your samples. For top performance it is recommended to keep sample libraries on a different drive to that of the OS and program files.

Running the Library

Once inside Kontakt, if you open the file tab in the browser window on the left-hand side you can browse to the instruments of the newly installed sample library. Just double click the NKI you wish to use and Kontakt will load it up. Alternatively you can drag the NKI from your standard OS explorer window into the Kontakt interface.
You can also make use of Kontakt's Quick Load feature to make it even easier to load libraries into Kontakt: Please refer to the Kontakt user manual for more information.

The Interface

We have attempted to make the interface as user-friendly as possible. To the left hand side is the 'Output Screen' which displays the currently played notation. This image reverts back to the image of the actual Bass clarinet used in the recording process after 30 seconds of inactivity.

Morphing

One of the coolest features of CTFX2 is the morphing function. By using the modwheel it is possible to blend between forward and reversed versions of the sounds. By starting a phrases with a reversed sample and slowly dialling in the forward version it is possible to achieve moving textures and sound effects with ease. Combine this technique with the effects described below and the results are both unique and infinitely varied.

To the right side are the effects and controls buttons. Press an Effect button to edit the effect and press the small button next to it to turn the effect on or off

Global On/Off

The Global On/Off switch is a quick way to turn on or off all the effects at the same time.

EQ

The comprehensive EQ section contains all of the controls you would expect including 3 band EQ controls over Frequency, Resonance and Gain. There are also controls for Low Cut and High Cut filters with switchable filter strength (1 pole, 2 Pole, 4 Pole)

ADSR

Standard Controls for Attack, Decay, Sustain and Release are included in this section

Mod

3 Effects are included in the Modulation section (Flanger, Chorus and Rotator) with Speed, Depth, Feedback and Amount being editable for each effect.

Reverb

The Reverb is a Convolution style insert effect with 15 unique and beautiful impulse responses to choose from.

Delay

A basic Delay effect is included with controls for Time, Feedback and Amount

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